KORONIS RIFT

LUCASFILM GAMES

Operations Manual

EPYX®
COMPUTER SOFTWARE

24 Februs, 2249.

For three days your Scoutcraft has been traveling through empty space, on its way from one forsaken part of the galaxy to another. You're a techno-scavenger, making a living searching for abandoned technological systems—but for all the luck you've had in the past month, you might as well be an intergalactic drifter. Psytek, your Science Droid Analyzer, is monitoring the instruments. There isn't much to do—not much, that is, until suddenly Psytek flashes an urgent message:

POWERFUL RADIATION FLUX DETECTED:
COORDINATES 45:90 RELATIVE AZIMUTH AND ELEVATION

Powerful is right! Your instruments indicate rads in the ten thousand range. "Any idea what it might be?" you ask.

NEGATIVE. CHARTS INDICATE EMPTY SPACE FROM HERE TO STAR SYSTEM 583.

Strange. And stranger still, when you deploy the Scoutcraft's optical sensor, you discover a large, solitary planet—one that simply doesn't exist according to the charts. But there it is, its surface cut with deep chasms and ancient rifts.

You call up a dimensional coordinate grid of the radiation flux. Sure enough, the lines of the grid are ruler straight until they reach the area of the radiation flux. There, they become as warped and tangled as the wiring of your third-hand Scoutcraft.

A powerful radiation flux...a planet cut with deep rifts...

Suddenly a wild idea occurs to you. Have you stumbled upon the legendary Koronis Rift?

Seven hundred thousand years ago, the Ancients ruled the stars—a confederation of over thirty different races whose technological achievements were unsurpassed. According to legend, the Ancients used the deep rifts of a planet called Koronis as a testing ground for their most powerful weapons. Finding the fabled Koronis Rift has been a dream of technoscavengers for centuries. Now, just maybe, you're the one....

As soon as your ship moves within range, you activate your on-board detector. Tuned to the Ancient's standard wavelength, it should tell you whether this mysterious planet contains any caches of powerful technology.

Instantly, the detector registers the loudest alarm you've ever heard. Koronis Rift... it must be!

You signal Psytek. "Prepare the Surface Rover for descent."

Using the optical sensor, you snap an orbital photograph of a section of the planet's surface. A moment later Psytek announces:

SURFACE ROVER READY FOR DESCENT.

"What about the Repo-Tech Robot?" you ask.

RT ROBOT EQUIPPED AND ON-BOARD.

The Scoutcraft, with Psytek in control, will orbit while you explore the planet in your Surface Rover. You can always summon Psytek to come pick you up at any time—as long as you're in the clear and not under attack.

There's no time to lose. Koronis Rift, the greatest treasure trove of technology in the galaxy, is waiting....

QUICK START

Loading Instructions

Set up your Commodore 64/128 or Atari computer as shown in owner's manual. Turn on your disk drive and TV. Plug joystick into the first port. Insert your diskette for *Koronis Rift* with the label for your computer system facing up and turn on your computer. **Atari:** the program will autoload. **Commodore 64:** type LOAD"*",8,1 and press RETURN. **Commodore 128:** set the system to Commodore 64 Mode, then type LOAD"*",8,1 and press RETURN.

Commodore 64/Commodore 128 with Epyx Fast Load™ * Cartridge. Make sure computer is turned off. (For Commodore 128, set system to Commodore 64 Mode.) Insert Fast Load Cartridge into the cartridge slot of computer and turn computer on. Insert *Koronis Rift* diskette into disk drive with the Commodore label facing up. Hold down Commodore (C=) key and press RUN/STOP key to quickly load your game.

Launch Scoutcraft

Once your disk boots up, you'll find yourself inside the Surface Rover, ready to explore the planet Koronis. To start scavenging, press the fire button on your joystick.

Koronis Rift

The planet Koronis is cut by deep valleys, called rifts, which are ringed by mountain ranges and sprinkled with hills. You land in Rift One, which looks to be the least dangerous.

Hulks

The vehicle you see on the ground before you is just what you've been hoping to find – an abandoned hulk, a war machine of the Ancients.

Video Displays

Check out the video displays at the top of your screen. To the far left, the circle with a glowing dot at the top is your directional display. The glowing dot points toward the nearest hulk, directly in front of you.

Search

To search the rest of Koronis Rift for Ancient technology, just turn your ship until the dot is at the top of the display, and then move forward.

Drive

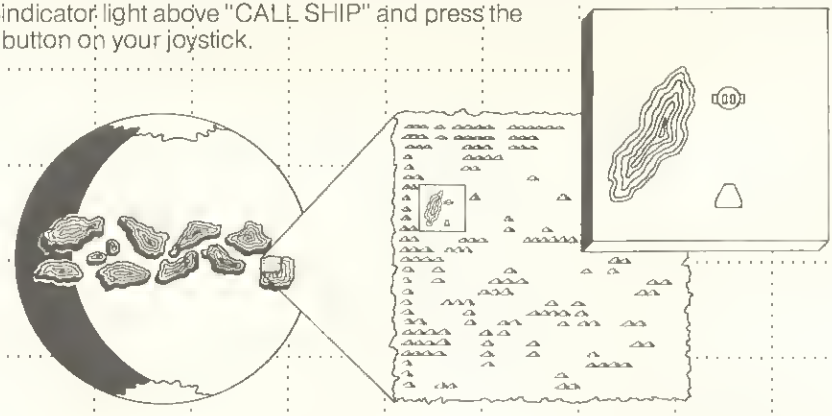
To turn on forward drive, just push the joystick forward. To turn off forward drive, pull it back. Push the joystick left or right to turn in those directions. Simple.

7 Guardian Saucers

Those are Guardian Saucers swooping in. They are out to destroy you. New waves will keep coming until you destroy their base on Rift 20. You've got only two choices – to evade, or to destroy them. To fight back, use your joystick to position your targeting cursor – the small cross hair that moves within the viewing window. With the cursor centered on an enemy saucer, push the button on the joystick. One hit may not be enough. After all, these Guardian Saucers will stop at nothing to protect the hulks of Ancient technology. And that's exactly what you're after.

8 Looting Hulks

The radiation levels on Koronis are enough to fry a Dromodite. So you'll have to send your Repo-Tech Robot out to loot the hulks you find. But you can't do anything, until you've destroyed all the attacking saucers and positioned your Rover next to the hulk. Then you'll see the options "LOOT HULK" and "CALL SHIP" appear beneath your viewing window. To enter the option area, move the cursor to the bottom of the viewing window and press the button. Move the cursor to the right until the indicator light above "LOOT HULK" comes on. To issue the command to your RT Robot, press the button on your joystick. The RT Robot will bring back any useful systems it finds in the hulk. To return to the Scoutcraft, activate the indicator light above "CALL SHIP" and press the button on your joystick.



Aerial view: Rift 1

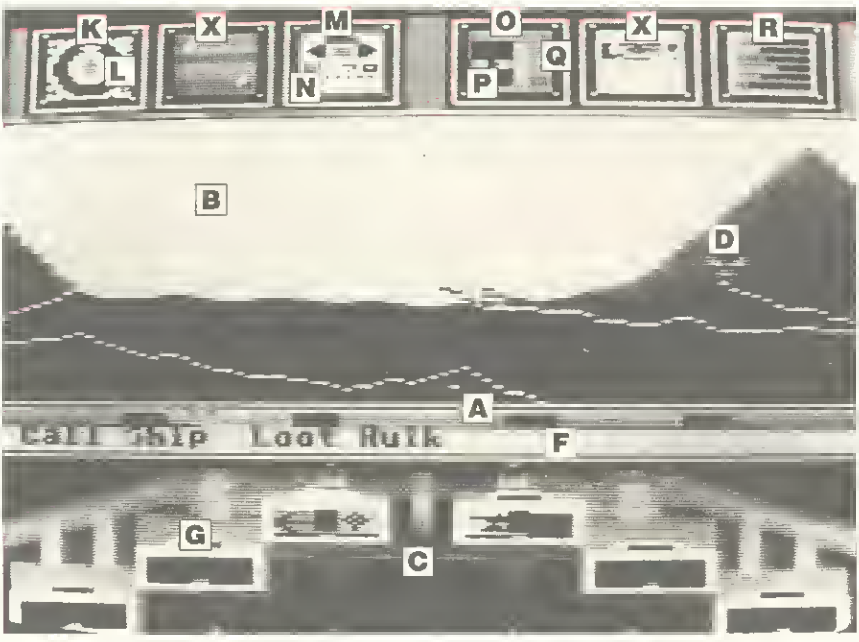
9 Final Objective

Destroy the saucer base in Rift 20 by gradually increasing your capabilities on the earlier levels. You can end the game anytime by returning to your Scoutcraft to cash in on all the technology you've found; but you cannot claim the entire planet for yourself unless you destroy the Guardian Base.

10 Pause and Restart

Press the SPACE BAR to pause the game. Press it again to resume. To reset the game – **Atari**: press ESC. **Commodore 64/128**: press RUN/STOP, then press RESTORE.

OPERATIONS MANUAL:
SCAVENGER Mk IV MODULAR PLANETARY SURFACE ROVER



ATARI VERSION SHOWN

Congratulations! You are the proud owner of the Scavenger MK IV Modular Planetary Surface Rover—the very latest in planetary surface transport.The joystick control of your Surface Rover is all you need to direct the cursor and operate your craft.

Targeting and Firing Laser
During normal operation, the targeting cursor (D) moves freely within the view window (B). While the cursor remains in the view window, pressing the button of the joystick fires the laser weapon on your craft, if it is turned on.

Operation of Message Area Functions
The cursor also allows you to activate any of the functions displayed in the message area (F). To make a selection, pull the joystick back until the cursor is at the very bottom of the view window, and press the button while pulling back. The cursor will enter selection area (A). Move the joystick left or right to make your selection—the light above each option indicates it has been selected. Press the button to activate it. The option "LOOT HULK" directs your remote technoscavenger (RT Robot) to search an artifact for useful systems. "CALL SHIP" signals your scout ship to return to pick you up. (NOTE: The Scoutcraft is on call to retrieve the Surface Rover except in the event that the Surface Rover is under attack. During an attack, communication between Surface Rover and Scoutcraft is not permitted.)* Selecting "ADD MODULE" (or pressing the joystick button) will install whatever system your RT Robot is carrying into whichever slot is selected in the module area (C).

To move the cursor from the message area and return it to the view window, simply push forward on the joystick.

*See Intergalactic Banking Code 2E-775-6-55 for specific requirements. Ships still under mortgage to any galactically-insured bank of the New Federation are prohibited from entering hostile zones.

Operation of Surface Rover Module Area

The MK IV is designed to accept modular systems compatible with the design standards of New Federation planets, and any of the known surviving technology of the Ancients. The Rover can hold up to six systems in its module area (C). To enter the module area, move the cursor to the bottom of the screen and press the button. The cursor will enter the selection area. Continue to pull back. The cursor will light up the select bar (G) of a given system. Moving the joystick left and right selects different systems. To switch the selected system on or off, simply press the joystick button. The system icon will light up if it is on. NOTE: Systems are identified by the type and origin symbols displayed in the module slot (see "Ancients' Insignias"). To return to main view window, simply press forward on the joystick.

To monitor additional systems, the MK IV Rover is equipped with two special display screens located above the view window in the second and fifth positions (X). These screens have been designed for systems that require operational displays (of maps, for example, or timers). If both displays are in use, turning on a new module that requires a display will automatically turn off the least important of the modules currently in use.

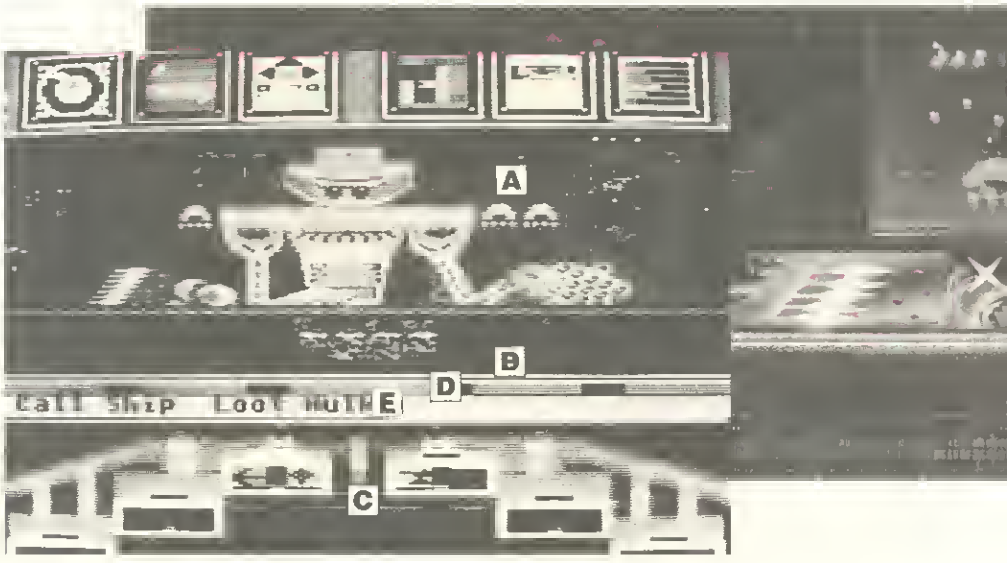
Operation of the Surface Rover Display Screens

The MK IV directional display (K) is factory set to detect the nearest concentration of Ancient technology. A glowing indicator (L) will appear when such technology is present. Simply rotate the ship until the indicator is at the top of the directional display, then move forward to locate identified technology. If no indicator appears, you have looted all hulks on this rift. Factory setting may be pre-empted by new radar modules.

The drive status display (M) indicates the status of the MK IV's main engines. Green indicates normal operation at full power; red indicates the engines have stalled. Below the drive indicator, a speedometer bar (N), calibrated in meters per second, indicates the craft's speed.

The power reserve display (O) indicates the total energy charge ready for use by your main weapons system (P). To the right, the display shows the amount of energy each shot will use (Q). Power is calibrated in gigajoules, zero to one hundred. The MK IV standard power reserve can hold only eight gigajoules of charge, but this can be augmented by the addition of power reserve booster modules. The power bar color is the same as your active laser.

The shield display (R) indicates the current strength of your chromo-quantized shields, in all six frequency ranges from red to violet. A fully black bar in any of the individual frequencies indicates that the shield strength for that frequency range has been depleted, and any further hits of that frequency on your vehicle will result in its destruction.



ATARI VERSION SHOWN

Operation Within the View Window

The Psytek 7500 Series Science Droid System Analyzer offers the very latest in on-board systems for the analysis and dismantling of technology. For ease of operation, the Psytek Science Droid requires only the use of a joystick for commands.

Once the Rover has returned to the Scoutcraft, the view window (A) offers a closed-circuit image of the activities of the Science Droid. A conveyer belt (B) transports individual systems to and from the Scoutcraft storage area.

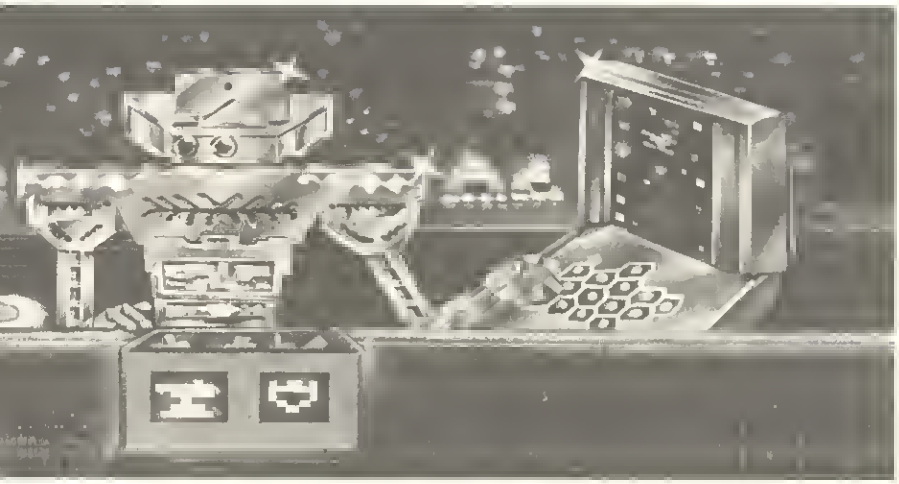
To view the inventory of systems in the Scoutcraft storage area, first position the cursor in the view window, and then move the joystick left and right. The conveyor belt will move systems to and from Scoutcraft storage.

In order to perform any functions on an individual system (analysis or dismantling, for example) you must first position the desired system on the conveyer belt.

Operation of the Surface Rover Module Area

To move any system from Scoutcraft storage into the Surface Rover module area (C), position the desired system on the conveyer belt. Then move to the Surface Rover module area by pulling back on the joystick. Position the cursor in the desired empty module, and press the button to install the system. The system is now part of the Surface Rover's active arsenal.

To move a system from the Surface Rover module area to Scoutcraft storage, position the cursor in the module you wish to move and press the



button. The selected system will appear on the conveyer belt. NOTE: if there is a current system in view, it will automatically move aside.

To move systems from one position to another within the Surface Rover module area, first position the cursor in the selected module. Push the button to pick up the selected system. Move it to the desired location by moving the joystick left or right. Then push the button again to install the system in its new location.

Operation of Selection Area Functions

The Psytek Science Droid Analyzer allows you to select from among (four) functions within the selection area (D). To enter the selection area, push forward on the joystick. To make a selection, position the cursor on the desired function and press the button.

DISMANTLE causes Psytek to dismantle a system and record its function for later sale.

ANAYLSIS instructs the Science Droid to evaluate the power and efficiency of a system and display the information in the message area of your Rover (E).

EXIT SHIP instructs the Rover to return to the surface of the planet for further exploration. If you EXIT SHIP you will see a new set of options—"STAY HERE" returns you to Psytek; "SAME RIFT" returns you to the spot where you were last picked up; "NEXT RIFT" moves you ahead one rift; and "SKIP ONE" moves you ahead two rifts.

END TRIP allows you to return to your home planet with the systems that you have collected. The selection of END TRIP opens a second level of options to SAVE GAME, LOAD GAME (restart a previously saved game) or END GAME (end game and compute score). Note: selecting SAVE GAME will overwrite any previously saved game.

ENCYCLOPEDIA GALACTICA, OpSec GWL 0154
ANCIENTS, weapons systems of:

The Ancients ruled the stars over seven hundred thousand years ago—a confederation of over thirty different races working together to civilize the galaxy. Their technological achievements, especially in the field of advanced weapons systems, were unsurpassed. Even today, the systems found in the remaining hulks of Ancient technology scattered over a hundred or more planets are highly valued by military experts and technoscavengers alike. Structural analysis of working models of Ancient systems, made possible by advances in Science Droid programming, confirms the unparalleled power and sophistication of Ancient technology.

All caches of Ancient technology are defended by the only other remaining legacy of the Ancient confederation—genetically-programmed Guardians. The Guardian forces are equipped with weaponry and defense systems commensurate with the systems they guard. Few full-scale campaigns against the Guardian forces have been attempted. To date, no such attempts have succeeded. (See also Guardians and Archaeotechnology.)

ENCYCLOPEDIA GALACTICA, OpSec GJW 1247
KORONIS RIFT:

Located on the fabled planet Koronis, the Koronis Rift is believed to have served as the weapons testing ground of the Ancients. According to legend, the Ancients used the deep chasms and fissures of the planet to test their most powerful weapons systems. Some scholars believe that several hundred surface attack vehicles (SAVs) may have been tested on these proving grounds, along with other advanced weaponry.

Skeptics have long argued that, if such high-level weapon testing indeed took place, the atmosphere of Koronis would remain highly radioactive even today—making detection of the planet a simple matter. Other scientists contend that the planet Koronis may be hidden in a dust cloud that prevents such easy detection. Neither hypothesis has been substantiated. All charts and navigational references to Koronis were lost with the extinction of the Ancients, and despite the efforts of many technoscavengers, Koronis Rift has never been found (see also, Ancients, weapons systems of).

ENCYCLOPEDIA GALACTICA, OpSec JEC 4208
GUARDIANS:

The Guardians are a race of genetically-engineered warriors created by the confederation of the Ancients. While the Ancients disappeared long ago, the Guardians remain, programmed to guard and defend the stockpiles of Ancient technology scattered throughout the galaxy. What little evidence researchers have been able to piece together indicates that the Guardians were mutated from lower species by the Ancients (the best genetic analysis suggests they are related to the genus Blatarian, order Tsewsueme). All attempts to negotiate with these fierce warriors, however, have failed. Programmed to self-destruct in order to avoid capture, the Guardians remain an elusive and dangerous force. (see also Archaeotechnology, "Ancients' Insignias")

ENCYCLOPEDIA GALACTICA, OpSec THX 1138
ARCHAEOTECHNOLOGY:

Virtually no recorded information remains about the actual development of Ancient weaponry. The field of archaeotechnology attempts to understand the nature of Ancient hulks by studying the alien races that created them. For example, the Xendrons are known to have descended from flying creatures on a planet of relatively low gravity.

Their vision extended into the infrared—and the military artifacts they developed all operate in the red and orange frequency ranges. The Xendron preoccupation with flight and speed led them to design faster and more efficient propulsion systems than those of other Ancient races.

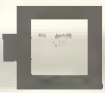
SYSTEM ICONS

The following lists standard military systems of the Ancients, along with symbols commonly used to identify them. Other types exist that have not yet been identified.

LASER—Chromoquantized laser, capable of emitting a beam of destructive energy in a single color frequency.

SHIELD—Chromoquantized shield, capable of defending against energy weapons of various colors.

GENERATOR—comprising stand power supply.



POWER RESERVE—a high capacity energy storage device.

RADAR—Remote sensing device, designed to locate a specific type or class of objects. May also serve as compass or direction finder.

ECM—Electronic countermeasure device, capable of interfering with enemy detection gear and rendering the user harder to detect.

DRIVE—Propulsion module, for augmenting or changing the ability of the Rover to move over terrain.

ALIEN INSIGNIA

The following markings were used by the Ancients to show which of their races designed a module. (Note that the information in this area is incomplete.)

A race of largely sessile creatures that got much of their nourishment from water and sunlight. Thought to use photosynthesis and chlorophyll much as earthly plants do.

Flying omnivores, similar in structure to the Manta-ray, from a large world with a thick atmosphere. Very quick and sharp of hearing.

One of the oldest Ancient races. Given to diversions of the mind. Poor fighters but excellent strategists and diplomats. Fond of simulations, music.

A race from a planet rich in radioactivity. Fast and tough, quick to destroy their own young at any sign of abnormality. Very distrustful of other Ancient races. Reptilian in form, heavily plated, scaly skin.

Plant intelligence, used reflective leaves to defend itself from animals. Capable of limited motion.

Herbivores from a desolate planet. Large creatures, they lived underground, conserving strength for the infrequent rainy seasons.

Mammalian carnivores, fond of eating reptiles. Not as bright as many other of the Ancient races.

Skilled hunters, with unusually good sense of terrain and cover.

Underground dwellers, blind but able to sense magnetic and electrical fields.

Sleek swimmers, expert in laser technology but poor diplomats. Very creative architects.

Herbivorous philosophers, superficially similar to the extinct terrestrial ankylosaur. Legends suggest they had limited psychic powers.

A race of six-legged centauroids, carnivorous and quick, from a planet that circles a class F8 sun.

A race of arboreal creatures with long thin legs. Mammalian, but capable of spinning spider-like webs. Evolved on a cold planet of red sun system. Very sharp vision, high metabolism.

POWERFLOW

On-board Systems

Your MK IV has been equipped with Autotronic power distribution.

All on-board systems (drive, radar, weapons, shields, and any modules you plug into the control panel) require power. Power is produced by your generator. Ten percent of the energy is directed to weapons and shields. The remaining ninety percent powers all other systems (drive, radar, detection, etc.).

If there is surplus power, it is redirected to the weapons and shields. If there is insufficient energy, however, the drive, radar, and other systems will operate at reduced efficiency. For this reason, the operation of any particularly powerful system may require the use of a more powerful generator.

The power reserve display (O) indicates power available to your weapons systems. Twenty percent of available power goes immediately to your shields. The remainder is stored in the power reserve. If the power reserve is full, any surplus energy flows to the shields. If the power reserve is low, very little energy may reach the shields.

The power reserve display can also be used to assess the power requirements of unidentified systems. To do so, first empty your reserve by firing your weapon, and then observe how rapidly the reserve recharges. Now turn on the unidentified system and repeat the test. If your power reserve recharges quickly, the system has relatively normal power requirements.

Weapons Systems

The MK IV Rover is equipped with a chromoquantized shield and laser weapon of standard design. Chromoquantization, a principle of physics learned from Ancient relics, has allowed Earth scientists to construct laser weapons of immense power, as well as shields of energy to protect against them. Chromoquantized weapons can emit one of six frequencies of electromagnetic energy, corresponding to the colors red, orange, yellow, green, blue, and purple.

Shields are characterized by the color against which they can provide the most powerful defense. For instance, an orange shield defends best against an orange laser; a red

STRATEGY AND TACTICS

Add a new module to an empty slot by selecting the slot and hitting the fire button. Use the "Add Module" option only to replace existing modules.

Some strategies will score more points than others. For high points, either try to bring back lots of modules for dismantling, or try to gather enough powerful weapons quickly, then get to Rift 20 and destroy the Guardian base.

Most radar modules point only to hulks made by the same race. If you first figure out what kind of modules an Ancient race is good at (using clues in the manual or experience), then you can use radars made by that race to tell you if and where you may find more of those modules. Save the radars of useful races with Psytek for use on later rifts.

Mapping the rifts will help you from game to game. Some modules will help you in making maps.

or yellow shield would be less effective; a blue or green shield would offer little protection. Conversely, the greater the difference in color between a laser and a shield, the more deadly the effect of the laser weapon. For example, a purple laser is the most effective weapon against a yellow shield. A yellow laser directed against a yellow shield would have virtually no effect.

Standard MK IV weapons and shields have distinct power usage and efficiency specifications. Power usage of a given laser is indicated by the small bar in the power reserve display (Q) immediately to the right of the power reserve bar. This smaller bar indicates how much energy a weapon will drain from your reserve when it is fired. A weapon that uses minimal energy can be fired more continuously than a weapon requiring maximum energy.

The efficiency of a laser, on the other hand, is a measure of how well it uses its power to create a destructive beam. A highly efficient laser will do more damage than an inefficient one, even where power use remains the same. Highly efficient lasers will fire more often between recharges than their less efficient counterparts. Efficiency and power usage are vitally important factors in both offensive and defensive strategies. A powerful and highly efficient red shield, for example, might actually defend against a green laser better than a weak and inefficient green shield.

Module Priority Systems

The MK IV comes equipped with built-in standard weapons and navigational systems. The installation of any new system automatically replaces the Rover's built-in systems. (In general, only one system of any given type—laser, shield, radar, etc.—can be active.) Upon installation, the Rover display screens will automatically indicate the characteristics of the new system. A new power reserve module may increase your power, for example, and that will be indicated by the power reserve display. Built-in systems are designed to turn back on automatically when any new corresponding system is turned off.

Pay careful attention to energy flow. Powerful modules may require more energy than you can afford. If you add stronger shields and lasers to your Rover, you'll need to get stronger generators and power reserves too.

Unusual modules may work only on certain colored saucers, or for limited amounts of time. Pay attention and experiment. You may find improved versions in later rifts.

Note the progression of colors in the saucer weapons and shields. Once you recognize the pattern you can plan ahead by having the modules you'll need to defeat or evade the saucers coming up.

Differently shaped saucers have different attack patterns. Adapt your attacks to their patterns.

Cutting through passes and staying near mountains can throw saucers off their pursuit, particularly if you have a good generator and drive.

KORONIS RIFT was created by the Lucasfilm Games Division. Noah Falstein directed the project and created the concept, instrument displays, player interface, and documentation. Aric Wilmunder provided 3D environment, scaling and motion objects, explosions, and support routines. Original fractal code by Loren Carpenter of the Pixar group modified by Charlie Kellner. Ron Gilbert did the Commodore 64 co-development, the module system, and saucer behavior routines. Gary Winnick contributed hulk, saucer and storyboard artwork. James St. Louis designed and implemented the Atari Science Droid and control panel artwork. Douglas Crockford provided Atari sound effects and music. Tom Wahl created the Commodore Science Droid artwork. Macro Assembler by Chip Morningstar. Manual written by Peter Jaret. Algorithms and technical aid by Charlie Kellner. Administrative guidance by Steve Arnold, General Manager of the Games Division, and David Fox. Mary Paterno gave editorial support. Terry Hoff contributed to Repo-Tech Robot Design. Title screen design by Michael Kosaka. Thanks to Chris Werner, Jane Mutony, Husted/Glasson Design and the Epyx staff. Special thanks to George Lucas.

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